

FIG. 2

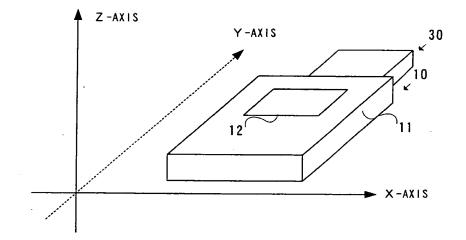


FIG. 3

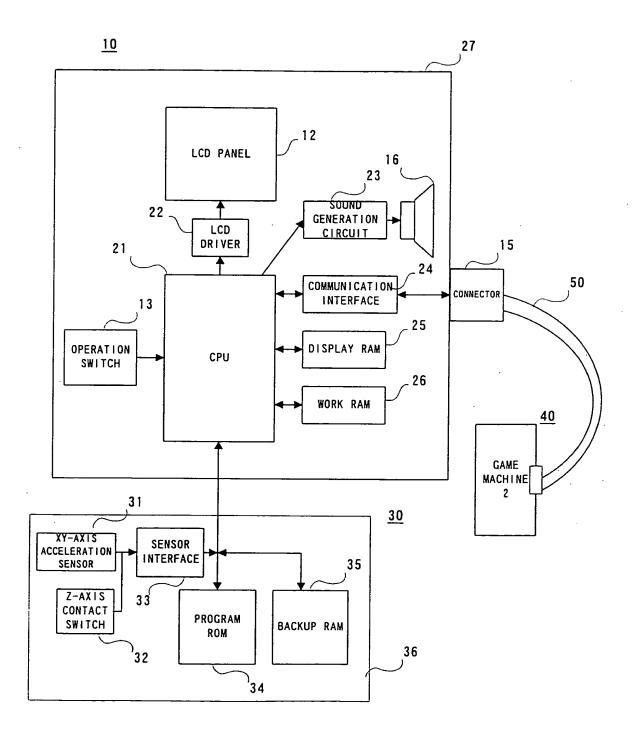


FIG. 4

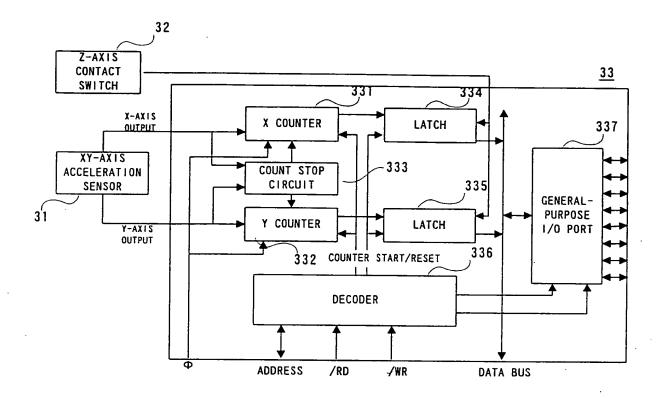


FIG. 5

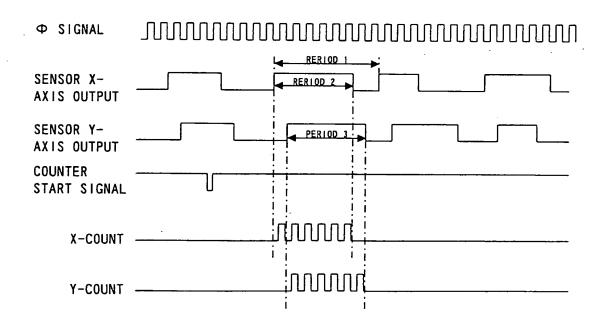
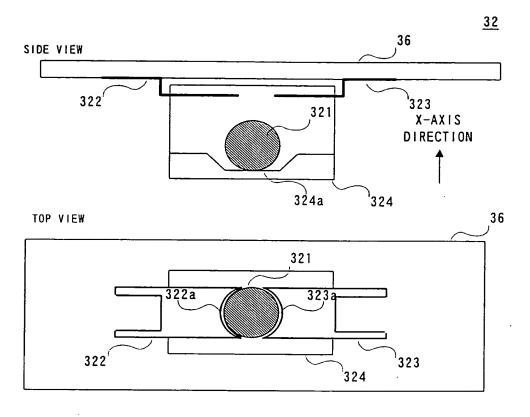


FIG.6



322 323 323 324

FIG.8

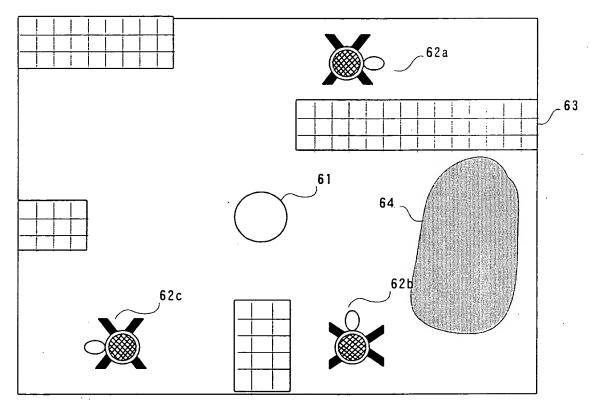


FIG. 9

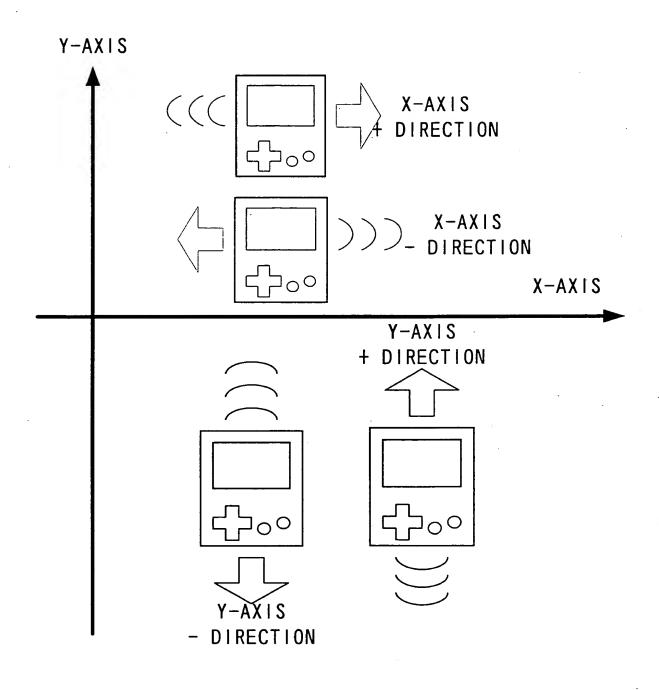


FIG. 10

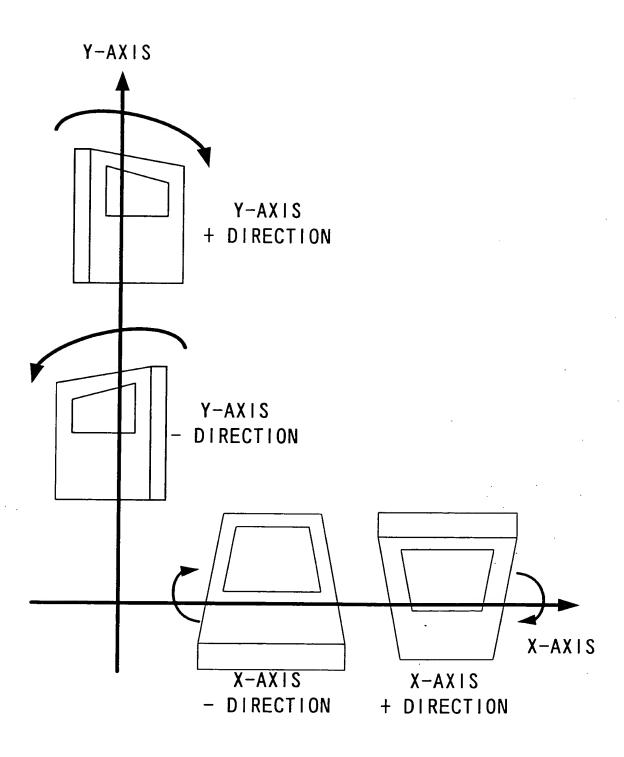


FIG. 11

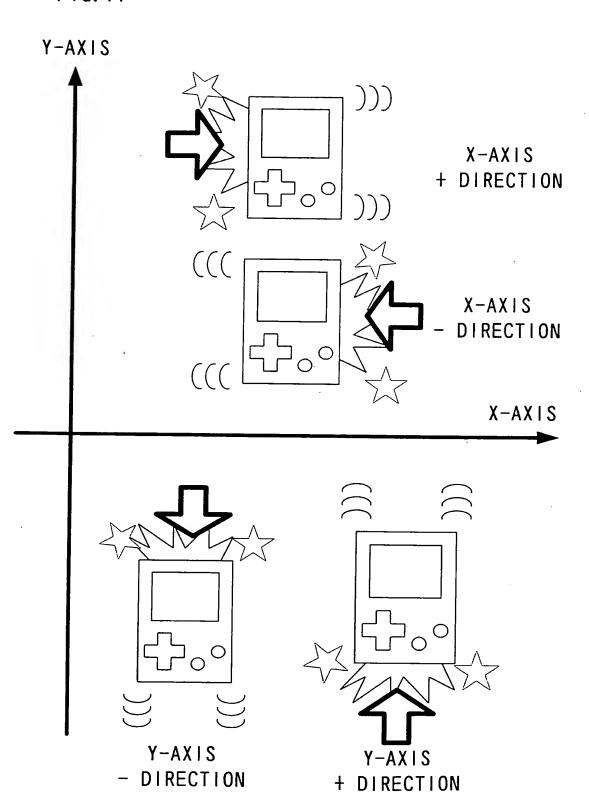


FIG. 12

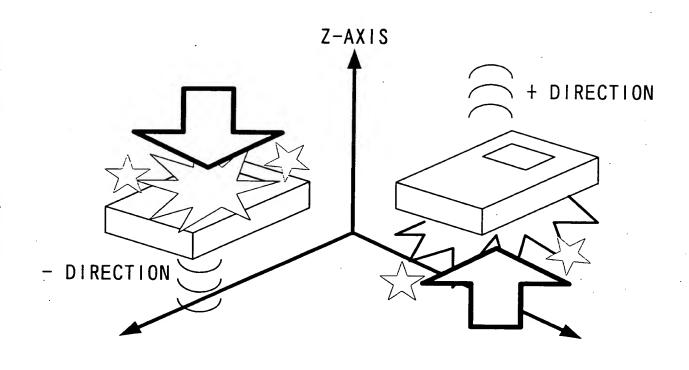
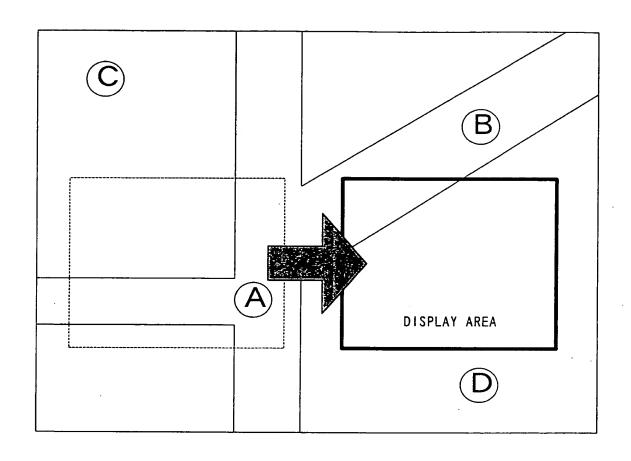


FIG. 13



VIRTUAL MAP

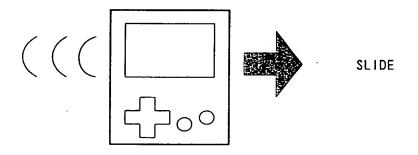
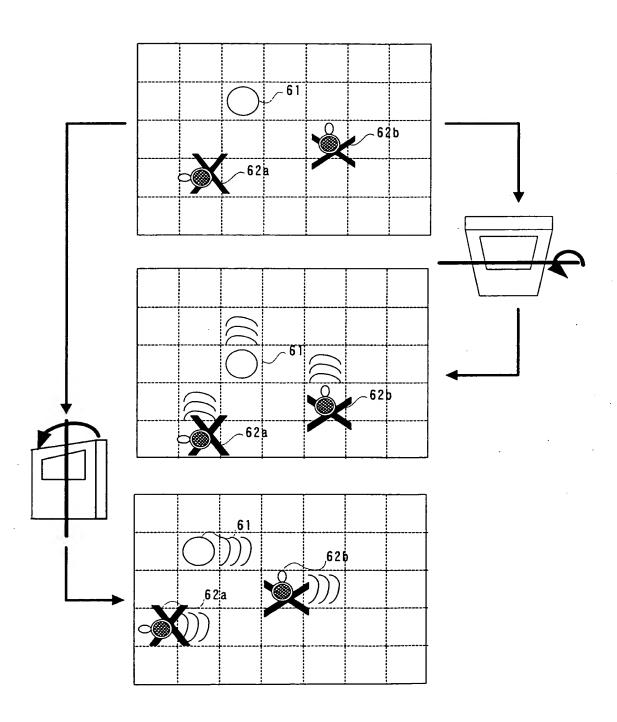
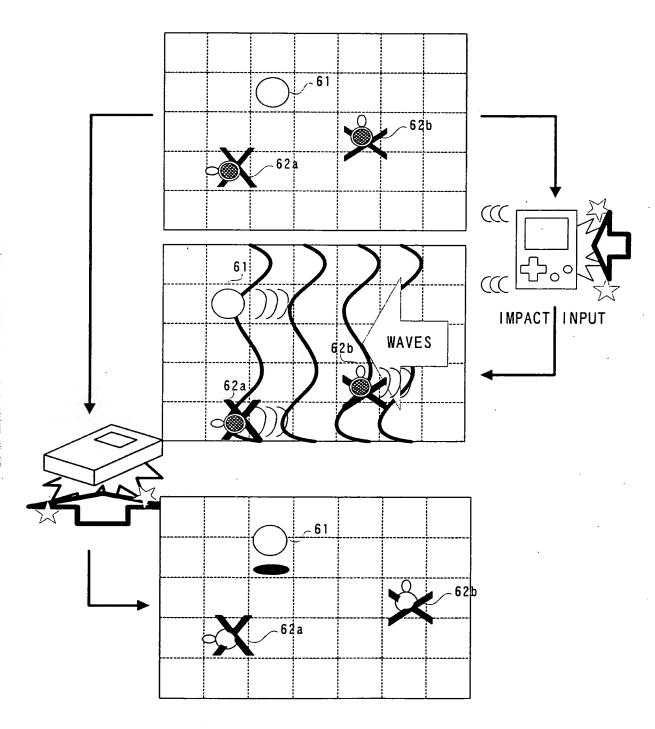


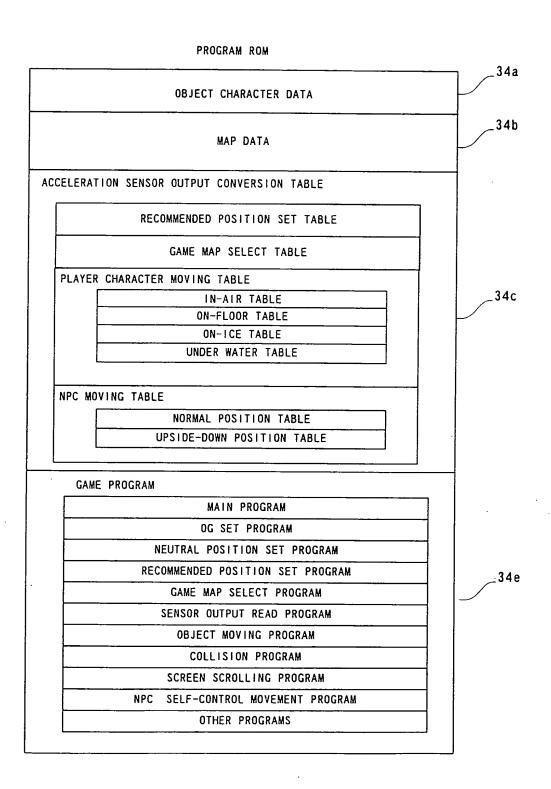
FIG. 14



•

FIG. 15







| WORK RAM | |
|--|----------|
| NEUTRAL POSITION DATA | 7 |
| NEUTRAL POSITION DATA X (NPx) | 26a |
| NEUTRAL POSITION DATA Y (NPy) | |
| NEUTRAL POSITION DATA Z (NPz) | |
| | |
| ACCELERATION SENSOR OUTPUT VALUES | - |
| ACCELERATION SENSOR OUTPUT X (INx) | 26b |
| ACCELERATION SENSOR OUTPUT Y (INy) | |
| Z-AXIS CONTACT SWITCH OUTPUT VALUE (IN z) | |
| IMPACT INPUT FLAG | 26c |
| IMPACT INPUT FLAG (FS) | |
| | |
| CAMERA COORDINATES OF MAP SELECT SCENE | 1 |
| CAMERA X COORDINATE (C x) | 26 e |
| CAMERA Y COORDINATE (Cy) | |
| GAME MAP NUMBER | |
| GAME MAP NUMBER (M.N.) | 26 f |
| GAME MAP NUMBER (IVIN) | |
| CHARACTER 1 | |
| X MOVING ACCELERATION (A x) | |
| Y MOVING ACCELERATION (A y) | |
| Z MOVING ACCELERATION (A z) | _26g1 |
| X MOVING ACCELERATION CHANGE AMOUNT (d A x) | 2081 |
| | |
| Y MOVING ACCELERATION CHANGE AMOUNT (dAy) Z MOVING ACCELERATION CHANGE AMOUNT (dAz) | |
| E MOVING ASSECTION CHANGE AMOUNT (G A 2) | |
| X VELOCITY (V x) | |
| Y VELOCITY (V y) | |
| Z VELOCITY (V z) | |
| X COORDINATE (X) | |
| Y COORDINATE (Y) | |
| Z COORDINATE (Z) | |
| LAST-TIME X COORDINATE (Px) | |
| LAST-TIME Y COORDINATE (Py) | |
| LAST-TIME Z COORDINATE (Pz) | |
| | |
| CURRENT POSITION STATUS (SP) | |
| POSE NUMBER (PN) | |
| CHARACTER 2 | 26g1 |
| | |
| CHARACTER 3 | 26g1 |
| | |
| CHARACTER · | 26g · |
| • • • | |
| | J |

FIG. 18

DISPLAY RAM

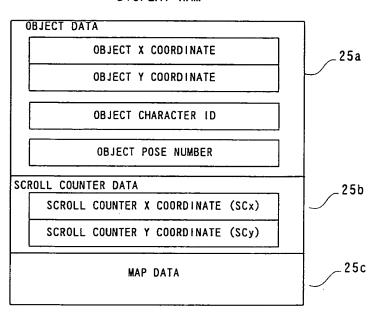


FIG. 19

BACKUP RAM

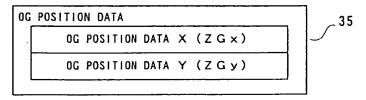


FIG. 20

GAME MAP SELECT PROCESSING TABLE

| | UTILIZATION METHOD | CORRECTION RATIO | PATICULAR CORRECTION CONDITION 1 | PATICULAR CORRECTION NUMBER 1 | PATICULAR CORRECTION CONDITION 2 | PATICULAR CORRECTION NUMBER 2 |
|--|--|---------------------|--|-------------------------------------|--|-------------------------------------|
| SENSOR OUTOUT VALUE X(INx) | CHANGE AMOUNT OF CAMERA X COORDINATE (Cx) | × 2 | _ | _ | _ | — |
| SENSOR OUTPUT VALUE Y(INY) | CHANGE AOUNT OF CAMERA Y COORDINATE (Cy) | X 2 | _ | _ | _ | _ |
| Z-AXIS CONTACT SW OUTPUT VALUE (INz) | MAP DECISION | - | _ | _ | - | - |
| INPACT INPUT FLAG (FS) | - | - | - | _ | | |

FIG. 21

PLAYER CHARACTER MOVING TABLE (IN-AIR)

| ĺ | UTILIZATION | CORRECTION | PATICULAR | PATICULAT | PATICULAR | PATICULAR |
|-----------------|---------------|------------|-------------|------------|-------------|--------------|
| | METHOD | RAT10 | CORRECTION | CORRECTION | CORRECTION | CORRECTION |
| | | | CONDITION 1 | NUMBER 1 | CONDITION 2 | NUMBER 2 |
| SENSOR OUTOUT | | - | _ | | | _ |
| VALUE X(INx) | | | | | | |
| SENSOR OUTPUT | _ | _ | | - | _ | - |
| VALUE Y(INy) | | | | | | |
| Z-AXIS CONTACT | CHANGE AMOUNT | × 1 | _ | _ | _ | |
| SW OUTPUT VALUE | OF Z MOVING | | | | | |
| (INZ) | ACCELERATION | | | | | |
| | (dAz) | | | | | |
| INPACT INPUT | _ | _ | _ | _ | _ | _ |
| FLAG (FS) | | | | | | |

FIG. 23

FIG. 22

PLAYER CHARACTER MOVING TABLE (ON-FLOOR)

| | UTILIZATION METHOD | CORRECTION RATIO | PATICULAR CORRECTION CONDITION 1 | PATICULAR CORRECTION NUMBER 1 | PATICULAR CORRECTION CONDITION 2 | PATICULAR CORRECTION NUMBER 2 |
|--|---|---------------------|--|-------------------------------------|--|-------------------------------------|
| SENSOR OUTOUT VALUE X(INx) | CHANGE AMOUNT OF X MOVING ACCELERATION (dax) | × 2 | Inx>20 | 40 | _ | _ |
| SENSOR OUTPUT VALUE Y(INY) | CHANGE AOUNT OF Y MOVING ACCELERATION (day) | × 2 | Iny>20 | 40 | - | _ |
| Z-AXIS CONTACT SW OUTPUT VALUE (INz) | CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz) | X 1 | _ | _ | - | - |
| INPACT INPUT FLAG (FS) | CHANGE AMOUNT OF XY MOVING ACCELERATION (dAx, dAy) | × 3 | - | _ | _ | _ |

PLAYER CHARACTER MOVING TABLE (ON-ICE)

| | UTILIZATION METHOD | CORRECTION RATIO | PATICULAR CORRECTION CONDITION 1 | PATICULAT CORRECTION NUMBER 1 | PATICULAR CORRECTION CONDITION 2 | PATICULAR CORRECTION NUMBER 2 |
|--|---|---------------------|--|-------------------------------------|--|-------------------------------------|
| SENSOR OUTOUT VALUE X(INx) | CHANGE AMOUNT OF X MOVING ACCELERATION (dax) | × 3 | Inx>20 | 60 | - | 1 |
| SENSOR OUTPUT VALUE Y(INY) | CHANGE AOUNT OF Y MOVING ACCELERATION (dAy) | × 3 | Iny>20 | 60 | _ | _ |
| Z-AXIS CONTACT SW OUTPUT VALUE (INz) | CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz) | × 1 | _ | - | - | - |
| INPACT INPUT FLAG (FS) | CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz) | × 5 | _ | _ | - | _ |

FIG. 24

PLAYER CHARACTER MOVING TABLE (UNDER-WATER)

| | UTILIZATION | CORRECTION | PATICULAR | PATICULAR | PATICULAR | PATICULAR |
|--|---|------------|------------------------|---------------------|------------------------|---------------------|
| | METHOD | RATIO | CORRECTION CONDITION 1 | CORRECTION NUMBER 1 | CORRECTION CONDITION 2 | CORRECTION NUMBER 2 |
| SENSOR OUTOUT VALUE X(INx) | CHANGE AMOUNT OF X MOVING ACCELERATION (dax) | ×1/2 | Inx>20 | 60 | _ | _ |
| SENSOR OUTPUT VALUE Y(INY) | CHANGE AOUNT OF Y MOVING ACCELERATION (dAy) | ×1/2 | Iny>20 - | 60 | _ | _ |
| Z-AXIS CONTACT SW OUTPUT VALUE (INZ) | CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz) | X 1 | _ | _ | - | |
| INPACT INPUT FLAG (FS) | _ | | - | _ | - | 1 |

FIG. 25

NPC MOVING TABLE (FOR TORTOISE NORMAL POSITION)

| | UTILIZATION | CORRECTION | PATICULAR | PATICULAT | PATICULAR | PATICULAR |
|-----------------|---------------|------------|-------------|------------|-------------|------------|
| | METHOD | RATIO | CORRECTION | CORRECTION | CORRECTION | CORRECTION |
| | | | CONDITION 1 | NUMBER 1 | CONDITION 2 | NUMBER 2 |
| SENSOR OUTOUT | CHANGE AMOUNT | ×1/2 | inx<10 | 0 | Inx>20 | 10 |
| VALUE X(INx) | OF X MOVING | | | | | |
| | ACCELERATION | | | | | |
| | (dAx) | | | | | |
| SENSOR OUTPUT | CHANGE AOUNT | ×1/2 | Iny<10 | 0 | Iny>20 | 10 |
| VALUE Y(INy) | OF Y MOVING | | | | | |
| | ACCELERATION | | | | 9 | |
| | (dAy) | | | | | |
| Z-AXIS CONTACT | POSITION | _ | - | | _ | _ |
| SW OUTPUT VALUE | INVERSION | | | | | |
| (INz) | | | | | | |
| INPACT INPUT | _ | _ | _ | _ | - | _ |
| FLAG (FS) | | | _ | | | i |

FIG. 26

NPC MOVING TABLE (FOR TORTOISE UPSIDE-DOWN POSITION)

| | UTILIZATION METHOD | CORRECTION RATIO | PATICULAR CORRECTION CONDITION 1 | PATICULAT CORRECTION NUMBER 1 | PATICULAR CORRECTION | PATICULAR CORRECTION |
|--|--|---------------------|--|-------------------------------------|-------------------------|-------------------------|
| SENSOR OUTOUT VALUE X(INx) | CHANGE AMOUNT OF X MOVING ACCELERATION (dax) | × 2 | Inx>20 | 40 | CONDITION 2 — | NUMBER 2 |
| SENSOR OUTPUT VALUE Y(INy) | CHANGE AOUNT OF Y MOVING ACCELERATION (dAy) | × 1 | Iny>20 | 40 | - | . – |
| Z-AXIS CONTACT SW OUTPUT VALUE (INZ) | POSITION INVERSION | _ | | _ | _ | _ |
| INPACT INPUT FLAG (FS) | _ | _ | | - | | - |

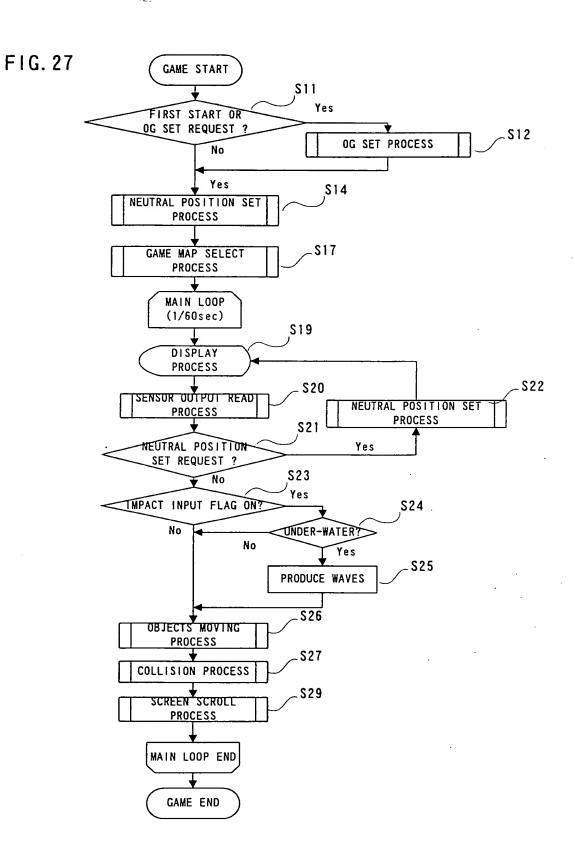


FIG. 28

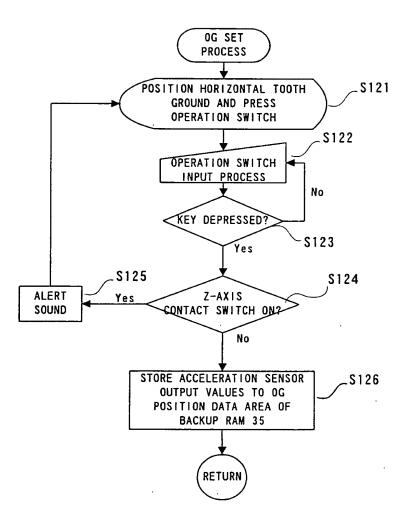
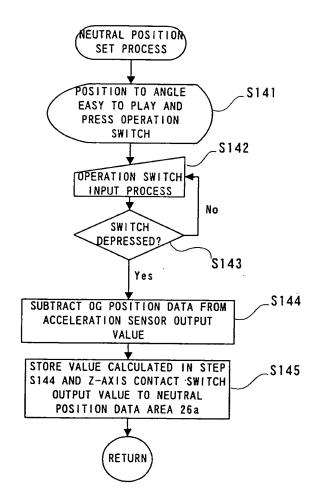


FIG. 29



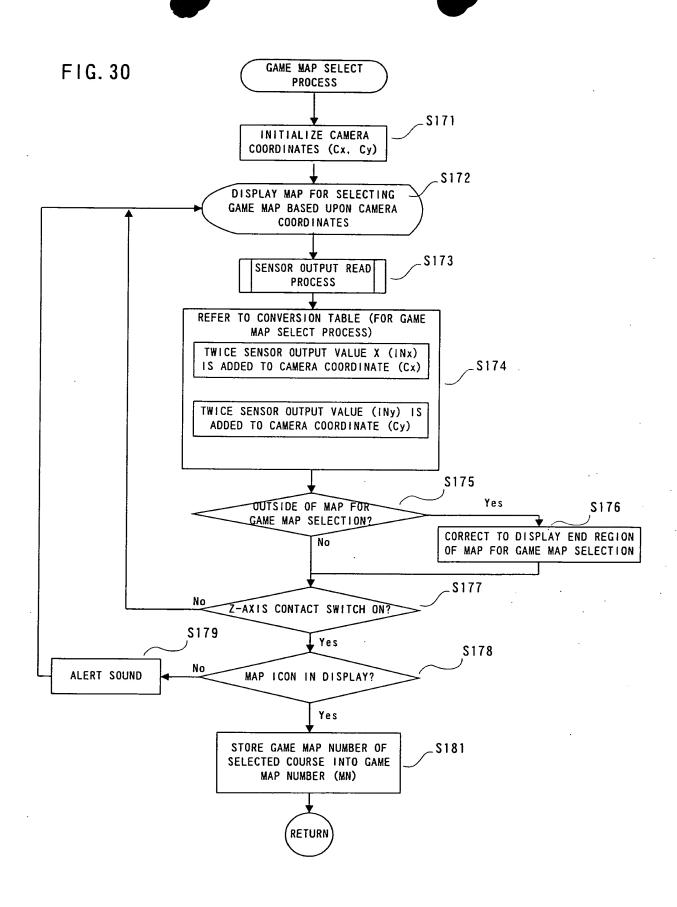


FIG. 31

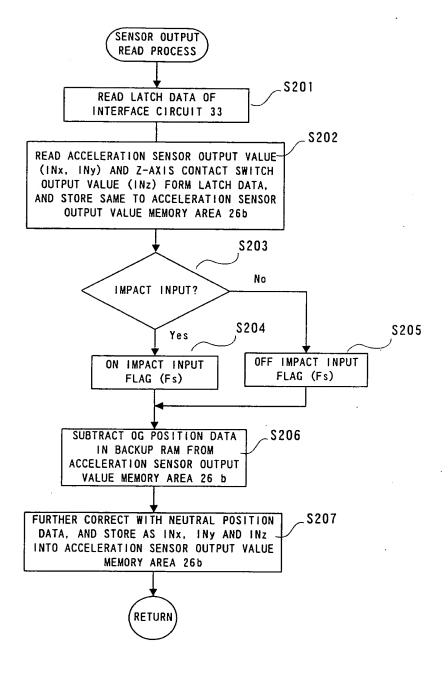


FIG. 32

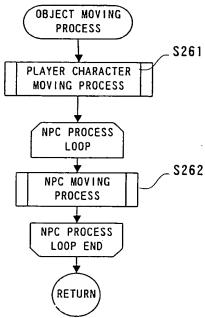


FIG. 33

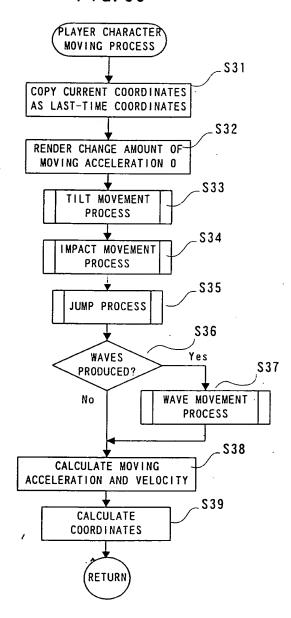
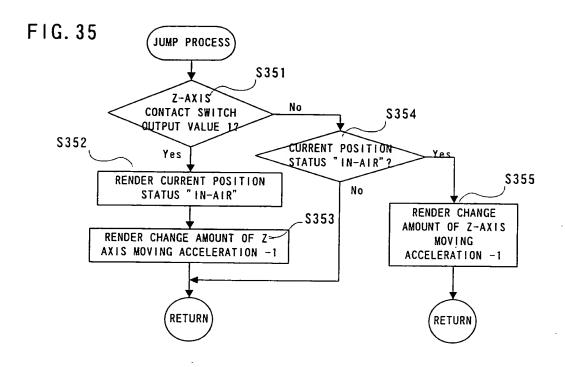
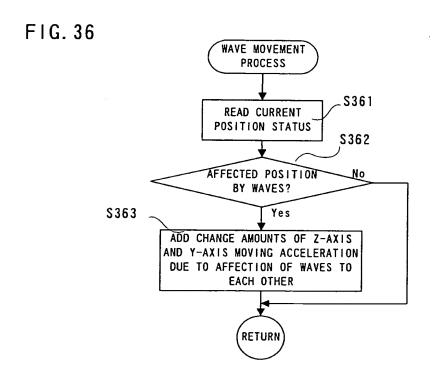


FIG. 34 NPC MOVING **PROCESS** \$41 COPY CURRENT COORDINATES AS LAST-TIME COORDINATES \$42 RENDER CHANGE AMOUNT OF MOVING ACCELERATION O \$43 SELF-CONTROLLED MOVEMENT **S44** TILT MOVEMENT **PROCESS** _S45 IMPACT MOVING **PROCESS S46** Yes WAVES **S47** PRODUCED? No WAVE MOVEMENT **PROCESS** \$48 CALCULATE MOVING ACCELERATION AND VELOCITY **S49** CALCULATE COORDINATES \$51 Yes Z-AXIS CONTACT **S52** SWITCH OUTPUT VALUE 12 POSITION No INVERSION RETURN





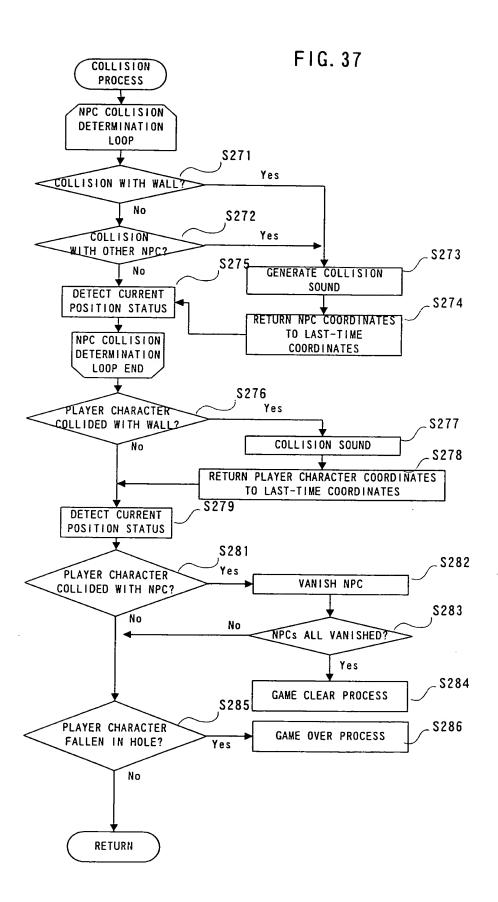


FIG. 38

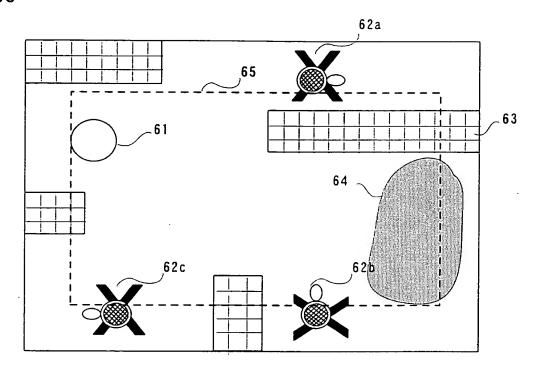
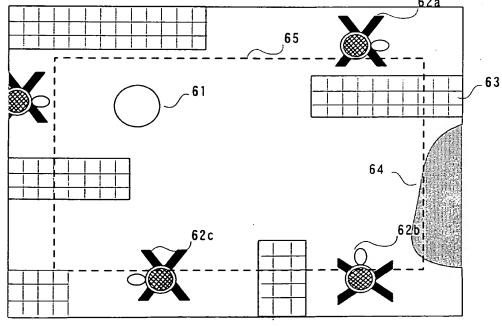


FIG. 39



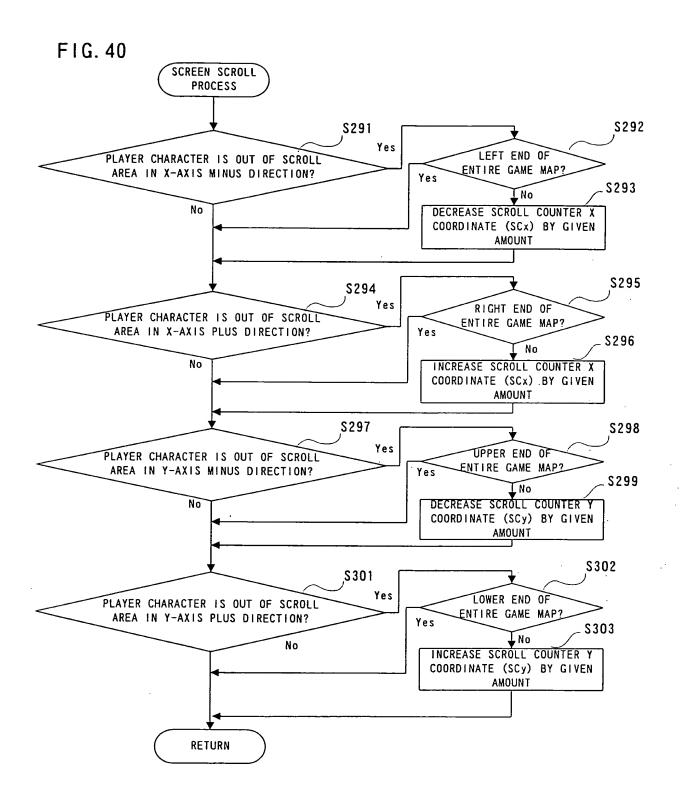
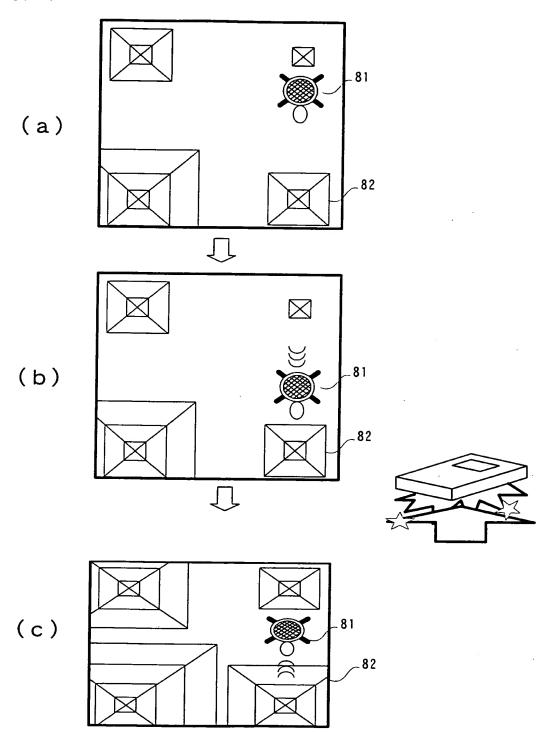


FIG. 41



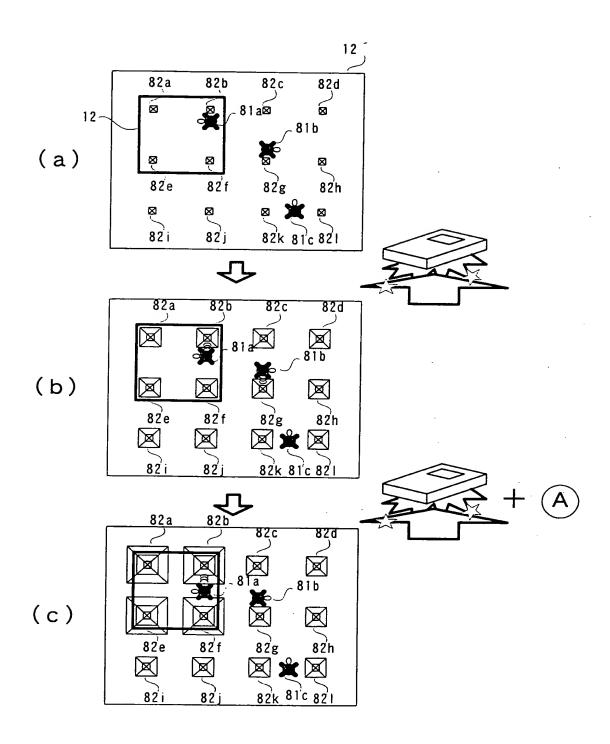


FIG. 43

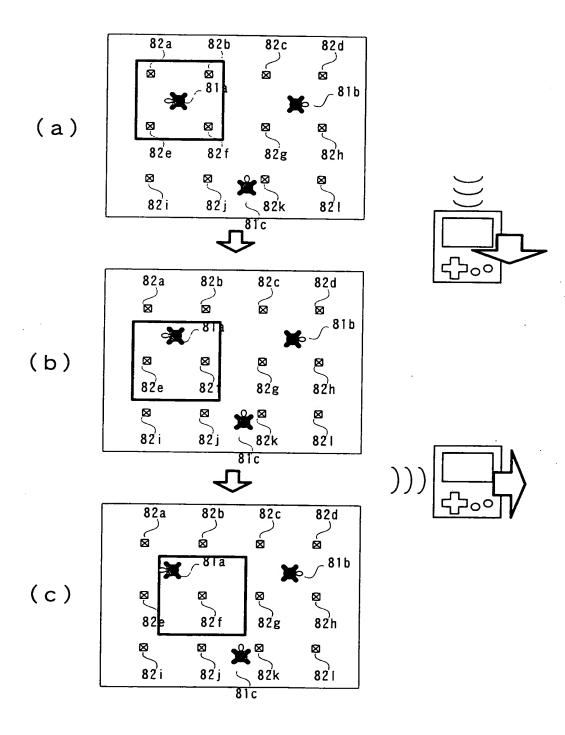


FIG. 44

(a)

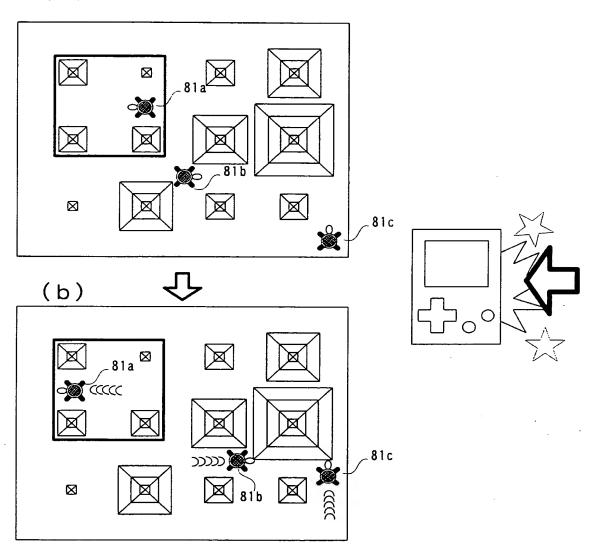


FIG. 45

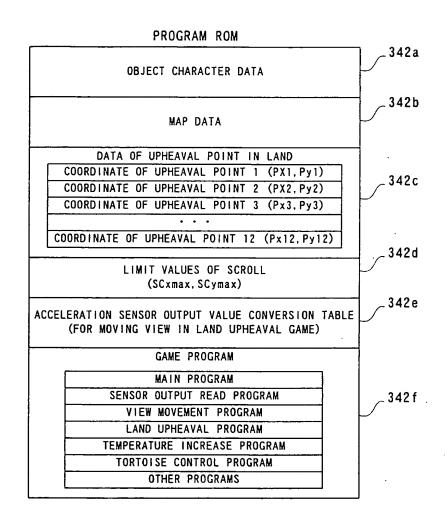


FIG. 46

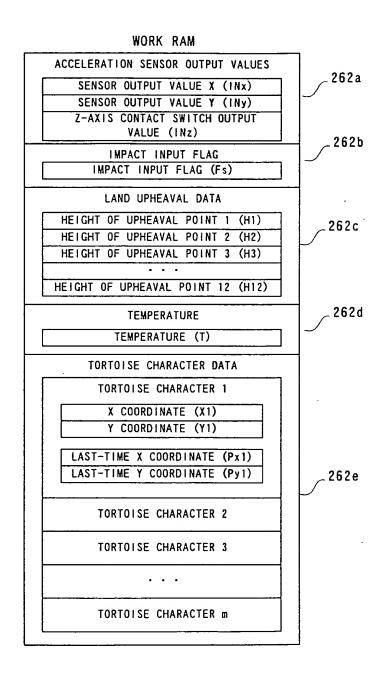
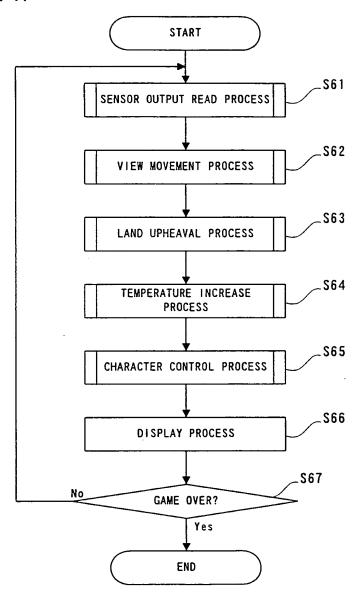


FIG. 47



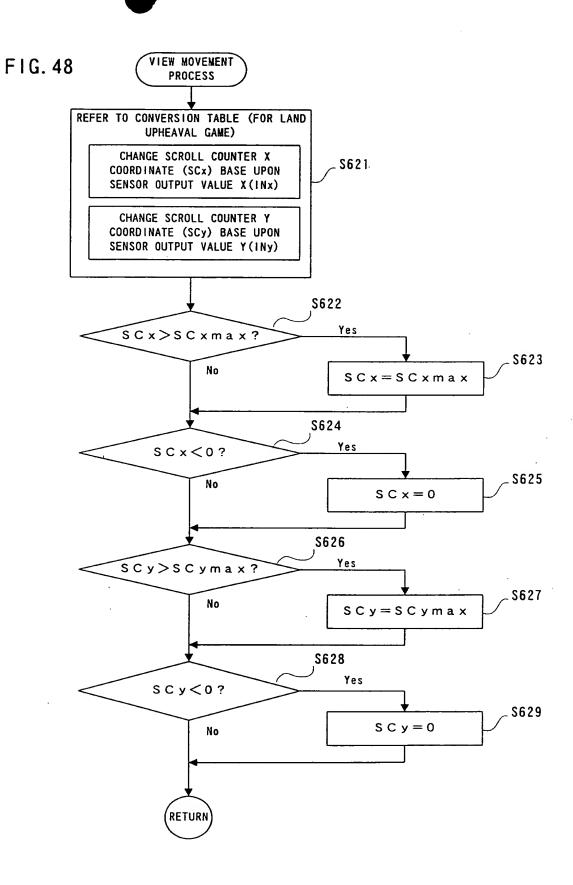


FIG. 49

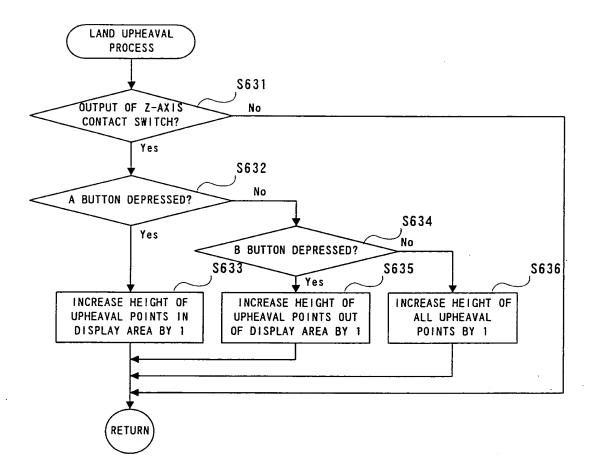


FIG. 50

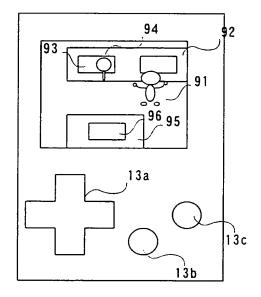


FIG. 51

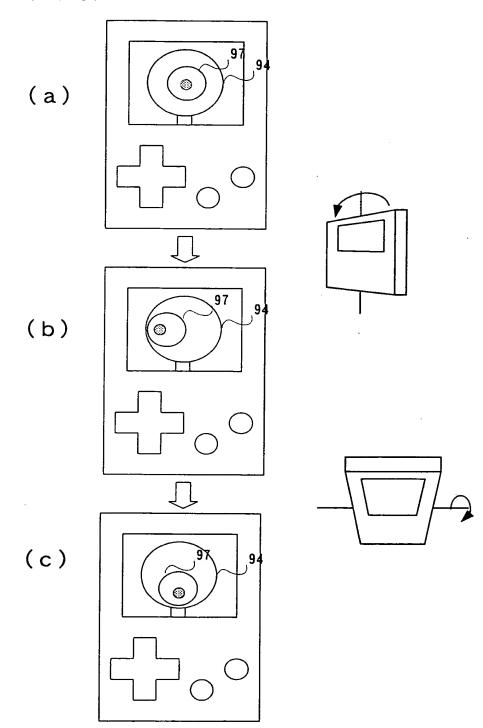


FIG. 52

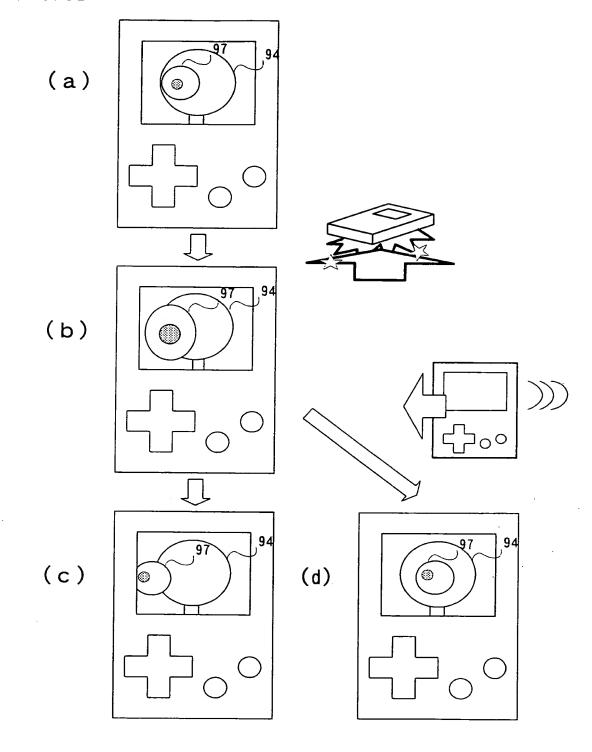


FIG. 53

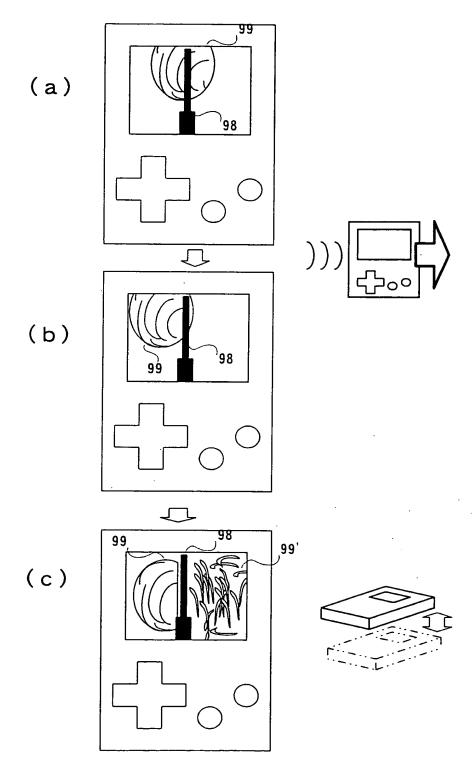
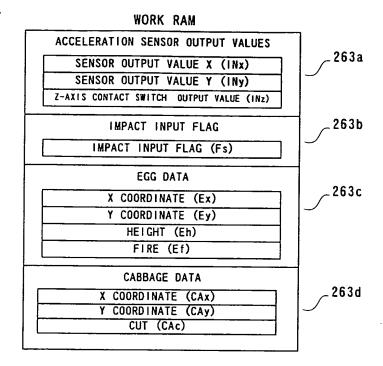


FIG. 54



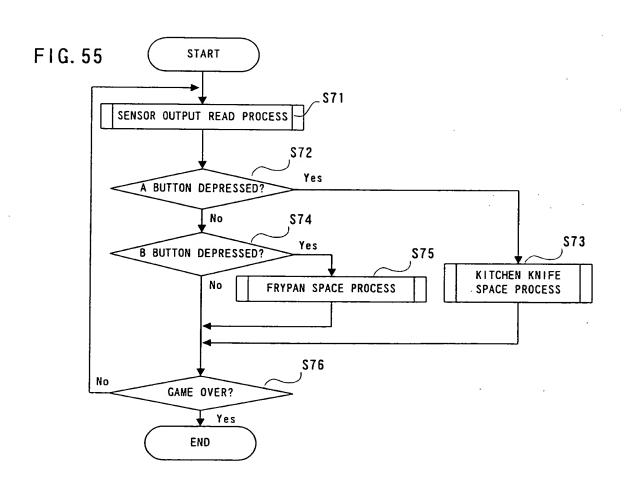


FIG. 56

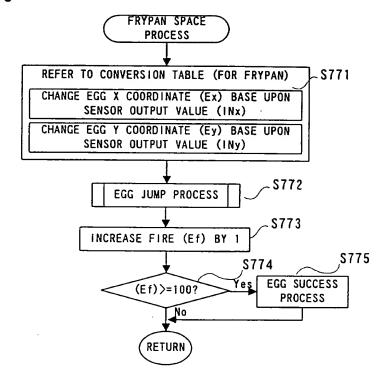
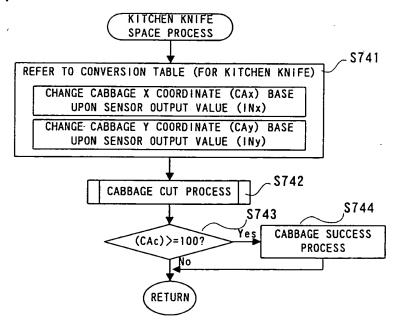


FIG. 57



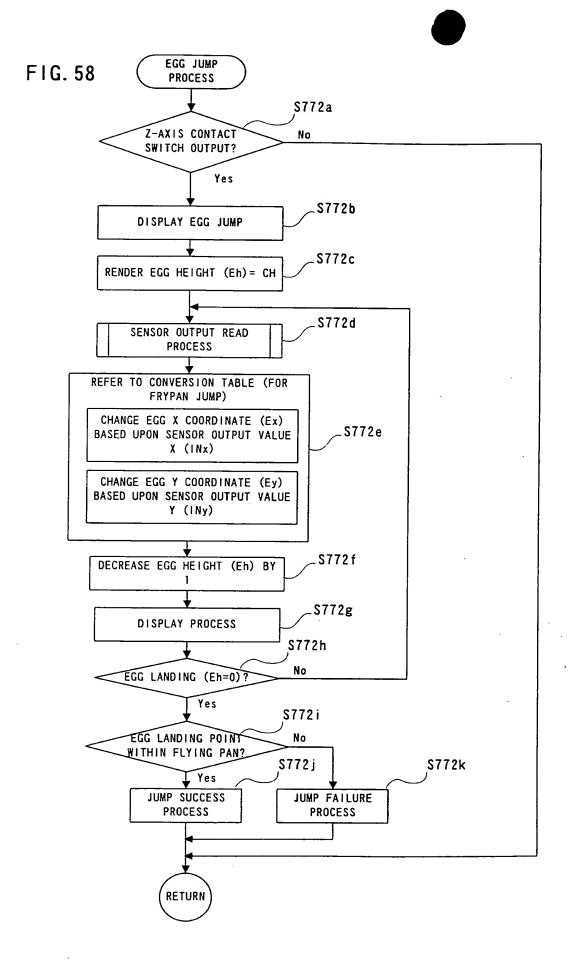


FIG. 59

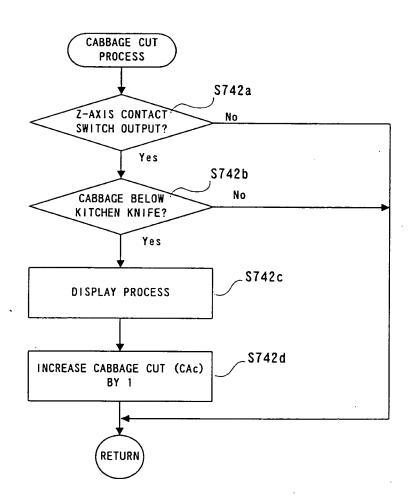


FIG. 60

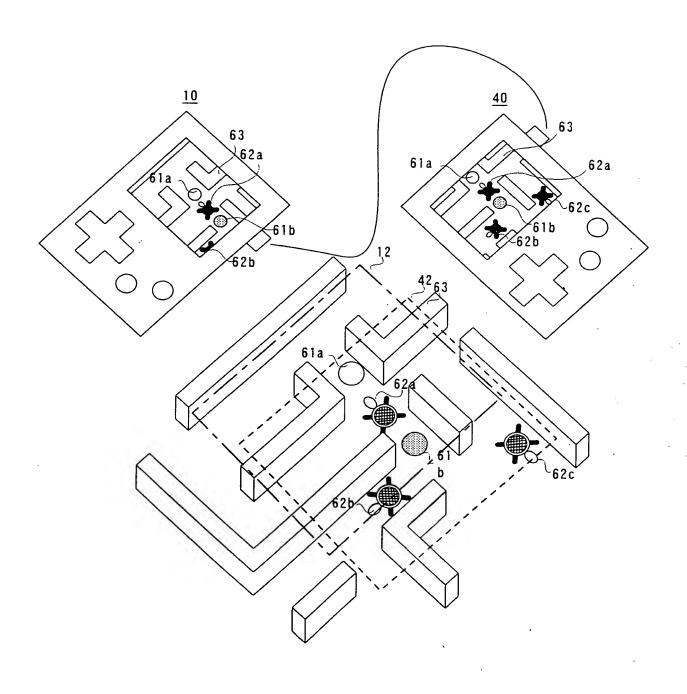


FIG. 61

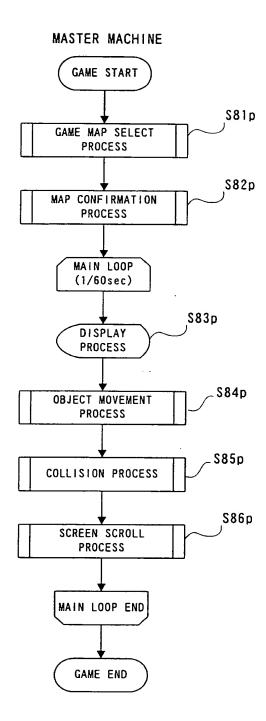


FIG. 62

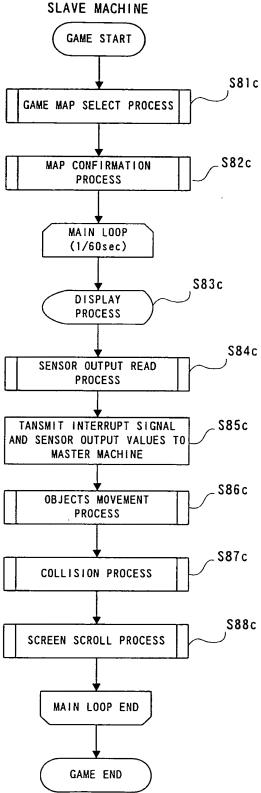


FIG. 63

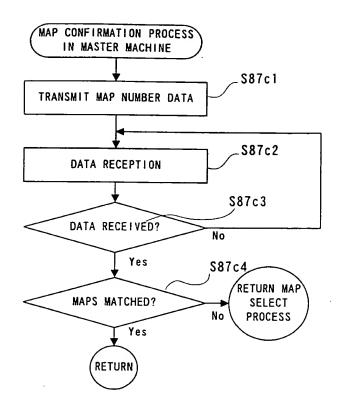


FIG. 64

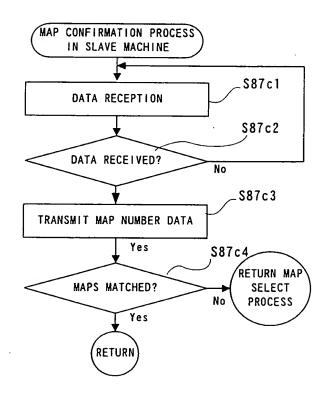


FIG. 65

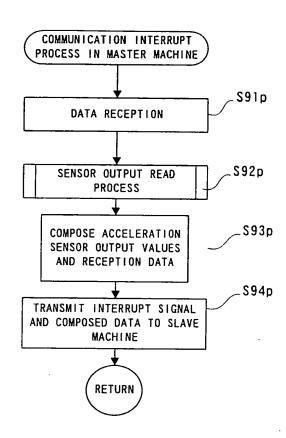


FIG. 66

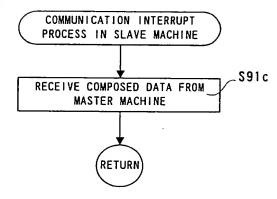


FIG. 67

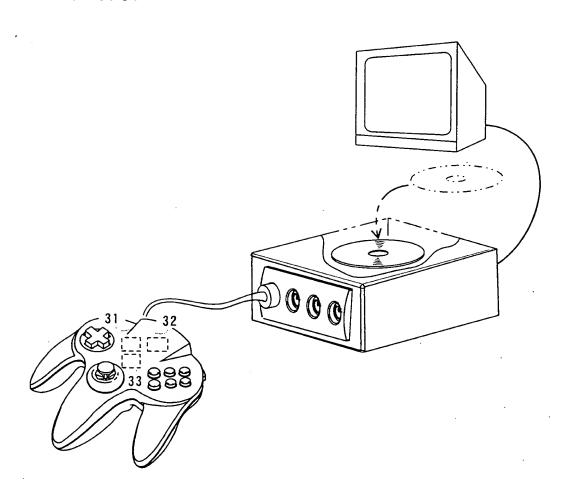


FIG. 68

